GROWLANSER™
Wayfarer of Time

ATLUS®
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For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD®

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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The World of Growlanser

Two thousand years ago, civilization across the world suddenly met a swift and destructive end. Even now, no one can say what happened... and the people of modern times live far more simply than what fragments of history turn up from ancient ruins.

People today gather water from rivers, collect firewood from forests, hunt for food with bows and traps, and fish with nets and spears. It's an uncomplicated lifestyle in which people survive by the sweat from their own brows.

There are occasional whispers of things like "magic" or "the Angels who punished mankind," but surely these can only be myths and legends created to explain a forgotten past. After all, there are far more important things to worry about than fairy tales and ancient history.

Dulkheim, a militarized nation in the western part of the continent of Noyeval, was the first country in recorded history to implement democracy. They are currently at war with the Iglesias Kingdom to the north, and a third party—the kingdom of Valkania—is looking to enter the fray at any moment.

It's in this political tumult that a group of mercenaries comes to the continent in the hopes of finding substantial reward...

The Noyeval Continent

Marquelay Kingdom

The kingdom of Marquelay is a small country located to the south. Its warm climate is attractive to many visitors, as well as many invaders from neighboring countries. The peace is maintained by a "peace-preservation fee"—a tax—and by its alliance with the neighboring kingdom of Valkania.

Valkania Kingdom

Valkania, located to the east, has the most vibrant culture of all Noyeval's countries. They also have the most formidable army. The Royal Guard, a trio of knights answering directly to the King, is the pride of the nation. Known throughout the continent, they are a match for a thousand soldiers. In times of emergency, they take command of the army on the King's behalf. Currently, Valkania holds a neutral position in the war, watching the chaos unfold from a safe distance.

Iglesias Kingdom

Iglesias, in the north of Noyeval, invaded Dulkheim in search of fertile lands to alleviate their difficulties. However, Dulkheim had grown accustomed to war over the years, and they launched an overwhelming counterattack.

Dulkheim

As the only democratic nation in Noyeval, Dulkheim is highly sensitive to change and is tightly unified for the sake of national defense. Since the elected President controls both the military and other elected officials, Dulkheim is seen as a thoroughly militarized nation.

▶ Marquelay Kingdom

1 Marquelia **2** Sunsail

▶ Dulkheim

3 Dulkhen **4** Trockmere **5** Saudrick
6 Fort Leinfaltz **7** Ribocca

▶ Valkania Kingdom

8 Kilgrid **9** Rebrant **10** Riesel
11 Klasdahl **12** Ordinale

▶ Iglesias Kingdom

13 Iskendros **14** Fandelcia **15** Solcorina

Characters

Crevanille (Main Character)

One of the Ruin Children. He was raised in the mercenary squad.

[DATA]
Ring Weapon: Sword

Familiars

Human-like fairies who serve the main character. They have different personalities and skills depending on the type.

Type D-YN

Height: 6.5"

Type D-PT

Height: 6.5"

Type D-RM

Height: 6.4"

Type D-MD

Height: 6.5"

Remus

Saved by the main character when he was found collapsed in the forest. Since then, they travel everywhere together.

[DATA]
Age: 15
Height: 5' 3"
Likes: Reading
Hates: Making trouble for others
Ring Weapon: Bow

Frayne

Seems to have something to do with the main character's past, but she has lost all memory except her name.

[DATA]
Age: 16
Height: 5' 1"
Likes: Observing things, spending time doing nothing
Hates: Fighting
Ring Weapon: Orb

Eliza

Part of the Mayfield family, a line of Iglesian nobility. She means well, but she is sometimes naïve.

[DATA]
Age: 18
Height: 5' 2"
Likes: Relaxing, drinking tea
Hates: Being ordered around
Ring Weapon: Spear

Hien

A great swordsman known throughout the continent. His skills and teachings are sought by the militaries of many nations. Now his life is in danger for some reason.

[DATA]
Age: 45
Height: 6'
Likes: Training
Hates: Nothing
Ring Weapon: Sword

Vallery

Tries to play things cool, but he is quite passionate. He meets the main character and embarks on a tumultuous journey.

[DATA]
Age: 19
Height: 5' 10"
Likes: Training, bettering himself
Hates: Lies, lack of preparation
Ring Weapon: Throwing sword

Regina

A member of Alten Schwart, a mercenary group led by her father. She talks tough from being surrounded by coarse mercenaries, but she takes care of her friends.

[DATA]
Age: 20
Height: 5' 4"
Likes: Physical activity
Hates: Staying still
Ring Weapon: Boomerang

Leona

A girl from the Pesac tribe. She comes from another world, and was flung into this one because of a mysterious incident...

[DATA]
Age: ?
Height: 4' 10"
Likes: Eating, sleeping
Hates: Difficult subjects

Magnus

Searches and day in and day out for information about a certain man. He is an excellent swordsman and does bodyguard work, as well.

[DATA]
Age: 23
Height: 5' 11"
Likes: Training
Hates: Cowardice
Ring Weapon: Sword

Meline

A girl who meets the main character in a harbor town. She is selfish and always speaks her mind.

[DATA]
Age: ?
Height: 4' 9"
Likes: ???
Hates: ???
Ring Weapon: Sickle

Cynthia

Meline's twin sister. She is the only one who can control Meline. She doesn't speak very much.

[DATA]
Age: ?
Height: 4' 9"
Likes: ???
Hates: ???
Ring Weapon: Knife

Tricia

A soldier for Dulkheim. She tries to be a mentor to the main character.

[DATA]
Age: 16
Height: 5' 3"
Likes: Spells
Hates: Inequality
Ring Weapon: Wand

Pamela

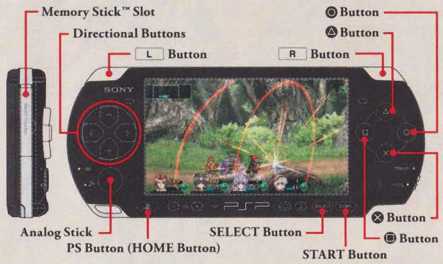
In the same mercenary group as main character. She travels around to various ruins to finish the work of her former leader.

[DATA]
Age: 27
Height: 5' 5"
Likes: Blending tea
Hates: Giving up

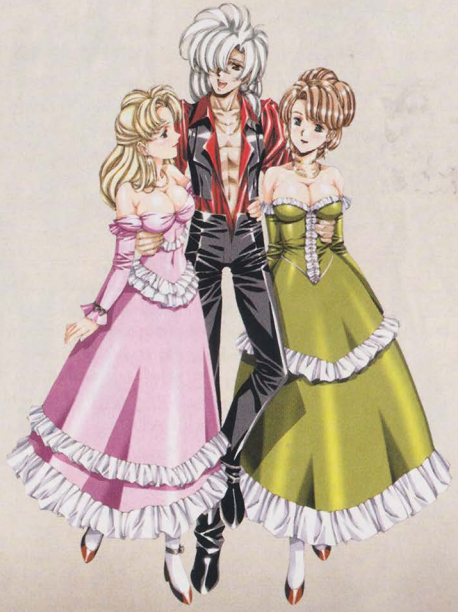
Basic Controls

The controls when on the field are different than the controls when in battle.

PSP® (PlayStation®Portable system)



- Pushing L Button, R Button, SELECT, and START Buttons at the same time will result in a soft reset.
- Skip dialogue by pressing the L and R Buttons at the same time.



Common Menu Controls

Directional Buttons/Analog Stick	Move cursor
× Button	Confirm
○ Button	Cancel
L Button	Switch characters
R Button	Switch characters
PS Button (HOME Button)	Exit screen

Field

Directional Buttons/Analog Stick	Move character/cursor, fast forward list
× Button	Check, talk, confirm
○ Button	Cancel, walk fast (○ Button + Directional Button)
△ Button	Open/close command menu
□ Button	Walk slow (when moving with Analog Stick)
START Button	Display Familiar notes

- Use the Analog Stick to move faster.
- Use the Directional Buttons to move at walking speed. Hold the ○ Button to move faster.

Battle

Directional Buttons/Analog Stick	Move cursor, move battle location during event battles
× Button	Confirm
○ Button	Cancel/skip spell effects
△ Button	Display command menu
□ Button	Toggle radar ON/OFF
START Button	All characters attack except main character

Starting the Game

From the title screen, you can select "START," "LOAD," "INSTALL," and, when certain conditions are met, "APPENDIX."

START

Start the game from the beginning. If you choose this option, you will be asked if you'd like to configure the game settings. If you want to change them, select "Yes." If you'd like to start the game immediately, select "No."

Gameplay Settings

You can change these settings when beginning a new game, or at any other time during the game by going to the Config menu (p. 25).

◆ Enter Your Name

Enter the main character's name. His default name is "Crevanille."

Name Input Controls

Directional Buttons/Analog Stick	Move cursor
⊗ Button	Enter letter
△ Button	Delete one letter
○ / START Button	Confirm name
L / R Button	Move name input cursor left and right

LOAD

Continue the game from a save file. Choose the file to load, then press the ⊗ Button to confirm.

◆ About Saving

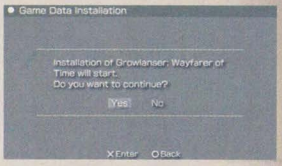
You can save at inns and save points. Other save points will appear throughout the game.

To save, you need a Memory Stick Duo™ or a Memory Stick PRO Duo™. Enter a Memory Stick Duo™ or a Memory Stick PRO Duo™ with more than 928KB of free space and begin the game.

- Please do not insert/remove the Memory Stick™ or turn off the game while saving or loading.

INSTALL

Install game data. If you install, you can shorten loading times in the game. You need at least 340MB of free space on your Memory Stick PRO Duo™ to install.



APPENDIX

This section contains various extra content. You can unlock this content by obtaining certain items, or by beating the game.

Facilities

HOUSES AND BUILDINGS

Press the ⊗ Button while standing in front of a door to speak with whoever is inside.

INN

Stay at an inn to recover HP/MP and save. See p. 15 for instructions on how to save.

Getting rested...

Spending the night at an inn isn't only for recovering your health. Many events can occur once your party has settled down. If you don't know where to go next, try staying at an inn, even if you're healthy.

GENERAL STORE

You can buy and sell items you need for your adventure. Some places sell armor, as well. You will be able to buy spellstones once you have advanced far enough through the story.

◆ Buy Spellstones

You can equip spellstones onto your ring weapon (p. 33). If you buy an item, choose whether to equip it after purchase, or simply purchase it.

- **Buy & Equip:** Choose the character and slot to equip the spellstone, then buy it.
- **Buy Only:** It will be added to your list of spellstones.

◆ Buy Goods

You can buy goods such as Vulneraries. You can hold up to 9 of each item.

◆ Sell Items

Sell items you have. Choose the item from the "Armor," "Ring," and "Goods" categories, then confirm.

◆ Identify Rings

For a cost, appraise the rings you have obtained from battle or from treasure chests. You can choose "Appraise all" to identify all your rings at once.

ARMOR SHOP

Buy armor for each character. Press the ⬆⬇ Directional Buttons to select armor. The characters who can equip that armor will be displayed below. Choose whether to buy & equip, or merely buy. Each armor has a minimum amount of STR needed to equip it.

- **Buy & Equip:** Select the character to equip the armor on, then buy it.
- **Buy Only:** It will be added to your list of armor.

STR Requirements

Each set of armor has a minimum amount of STR needed to equip it. If a character does not have the minimum STR, his MOV and evasion will be reduced while wearing it. Be careful.

Command Menu

If you press the △ Button on the field screen, the command menu will appear.

Viewing the Menu

1 All the commands you can use in the command menu (p. 20).

2 Your level, HP (current/max), and MP (current/max).

3 Your current condition. Changes due to status ailments or support spells will be displayed in icon form.

4 Current money.

5 The stats of the selected party member. See below for descriptions of each.

6 A window showing simplified stats of your party members.

STATUS

Each stat will change whenever you level up, or you are equipping a ring which will make it go up or down.

STR	Affects weapon attack, rate of HP growth, armor STR
DEX	Affects movement range, spell charge time, hit, and evasion
INT	Affects rate of MP growth, and strength of spells
ATK	Affects strength of weapon attacks
DEF	Affects amount of damage received from enemy attacks
MOV	Affects movement speed during battle
ATW	Shows how long it takes before you can attack again. The lower the number, the shorter the time

CONDITION

There are multiple status effects that can affect characters during battle. Negative status effects are listed here.

Negative effects that remain after battle

Poison

Field	-5 HP / 10 steps (to 1 HP)
Battle	-5 HP every so often (to 0 HP)
Heal	Remedy, Antidote, Panacea
Auto-heal?	NO

Venom

Field	-25 HP / 10 steps (to 1 HP)
Battle	-25 HP every so often (to 0 HP)
Heal	Remedy, Antidote, Panacea
Auto-heal?	NO

Paralyze

Field	Cannot use spells or skills
Battle	Cannot act
Heal	Remedy, Analepticum, Panacea
Auto-heal?	YES

Petrify

Field	Cannot use spells or skills
Battle	Cannot act
Heal	Remedy, Analepticum, Panacea
Auto-heal?	YES

Negative effects that vanish after battle

Death

Battle	Cannot act
Heal	Raise, Nectar
Auto-heal?	NO

Sleep

Battle	Cannot act
Heal	Raise, Nectar, Remedy
Auto-heal?	When taking damage

Silence

Battle	Cannot use spells
Heal	Remedy
Auto-heal?	YES

Rust

Battle	ATK down (effect up to 3 times)
Heal	Attack
Auto-heal?	YES

Weaken

Battle	Def. down (effect up to 3 times)
Heal	Protect
Auto-heal?	YES

Fear

Battle	Spell def. down (effect up to 3 times)
Heal	Resist
Auto-heal?	YES

Cycle Down

Battle	Take double the time to act
Heal	Cycle Up
Auto-heal?	YES

Bind

Battle	Cannot move
Heal	Remedy
Auto-heal?	YES

KO

Battle	Cannot move
Heal	Remedy, Analepticum
Auto-heal?	YES

Death Curse

Battle	Die after a certain time
Heal	Defeat the caster
Auto-heal?	NO

COMMANDS

You can perform 8 commands in the command menu. However, you cannot use the Familiar command until you obtain a Familiar during the course of the story.

Command Menu

1. Spells
2. Knacks
3. Items
4. Equip
5. Formation
6. Familiar
7. Status
8. Config

1 Spells

Use spells you have learned. Select a character with the L and R Buttons. Then choose the spell to use from the list. Finally, choose the character to use the spell on.

About support spells

Support spells such as "Attack," "Protect," and "Resist" can be used on the field screen, as well. Its effect will wear off after time, but it's good to buff your party before a big mission.

2 Knacks

Use a knack you have. Select a character with the L and R Buttons. Then choose a knack to use.

Number limit

The number of times you can use a knack will increase by leveling up. You can recover this number by staying in an inn, etc.

3 Items

Perform actions based on the goods, armor, rings, spellstones, and any other items you may possess. If you press "Items," the following 6 options will display:

▶ Goods

Use an item you possess. After selecting the item, go on to select further options.

▶ Armor

Equip armor. Choose the armor, and then go on to select further options. Armor currently equipped by one character cannot be equipped by another.

▶ Rings

Equip or discard any rings you have. When changing rings, confirm the changes in stats and spellstone levels (p. 32).

▶ Spellstones

Equip spellstones. Choose the spellstone and confirm with the ⊗ Button. Then select the character and place in the desired ring slot.

▶ Key Items

Use a key item. Stand in front of a character or location you wish to use the item on to interact with it.

▶ Sort

Automatically sort all items.

Equip

Change armor, rings, or spellstones. Use the ⬆⬇ Directional Buttons to choose the location to change equipment, and confirm with the ⊗ Button. Then choose the item to equip. You can switch between characters with the L and R Buttons.

[EQUIPMENT WINDOW]

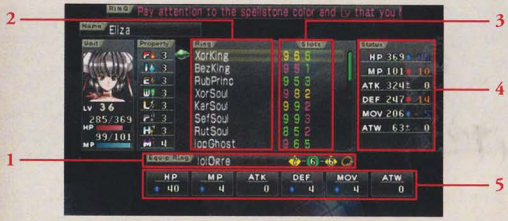
Armor: Armor you have equipped.

Ring: Spellstone color, levels, and status will change according to ring.

Spellstone: The colors of the slots will change depending on the level. The spellstone can be equipped even if the colors do not match, but you will receive fewer skill points. You cannot equip spellstones with a higher number than the slot number.

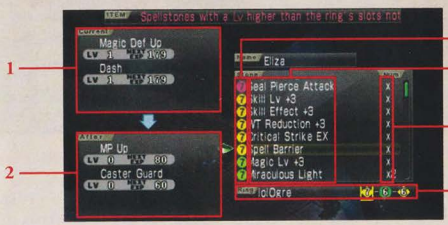
Ring Slot

Viewing the Ring Screen



1. Displays ring name and ring slots (p. 32) equipped.
2. Displays all rings obtained.
3. Displays ring slot levels.
4. Displays difference in stats before and after equipping ring. Blue numbers with an up arrow describe an increase, while red numbers with a down arrow describe a decrease.
5. Displays increase in stats after equipping ring.

Viewing the Spellstone Screen



1. These are knacks you can acquire with the equipped spellstone. LV refers to the level of the knack. NEXT EXP is the experience points needed before the knack levels up.
2. Knacks equipped in the spellstone.
3. Color and level of each spellstone.
4. List of obtained spellstones.
5. Number of obtained spellstones.
6. Ring slot levels.

Formation

Change the party formation. Use the Directional Buttons or the L and R Buttons to move the cursor over the character you'd like to change and press the ⊗ Button to confirm. Then choose the location to move him to and confirm again.

Battle Formation

Characters' positions during battle will change according to their formation. The characters that are first will be attacked more readily, so place a character with high defense there.

6 Familiar (p. 38)

As the story progresses, you will spend more time with your Familiar. By using her, you can perform actions such as "Treasure Scout," "Friend Rating," "Event Memo," and "Psych Eval."

7 Status

Check detailed stats for each character. Press the ⊗ Button to change the display from skill list, to spell list, to knack list, to limit ability list. You can change characters with the L and R Buttons.

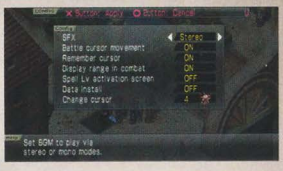
Lv 5 MP Up
Lv 2 Quick Cast
Lv 5 Quick Use
Lv 3 Magic Range Up
Lv 5 Critical Rate Up
Lv 6 Paralyze Attack
Lv 2 Caster Guard
Lv 5 Synchronize
Lv 5 Keep Eye

Viewing the Status Screen

1. How many experience points needed to reach the next level.
2. Money acquired.
3. Your level, HP (current/max), and MP (current/max).
4. Each character's spell resistance (resistance to each element). There are eight resistance levels, from 0 (Weak) to 6 (Null) and "absorb." 2 is the default. A character at Null resistance will take no damage from that element, and a character with Absorb will actually be healed by it.
5. Each character's stats.
6. Armor, rings, and spellstones equipped.

8 Config

Change various gameplay settings. You can alter these settings at any time, including when you are starting a new game.



SFX	Set BGM to play via stereo or mono modes.
Battle Camera Movement	Toggle camera centering on character being attacked during combat.
Remember Cursor	Toggle memory of last cursor position in menus.
Permanence Range Display	Toggle display of range confirmation before casting an elemental crystal with Permanence.
Spell Lv Manual Select	Toggle the option to select Lv when casting a spell. When OFF, spells will automatically cast to max Lv.
Data Install	Toggle Data Install. Toggling ON will decrease load times when the data is installed.
Change cursor	Change the shape of the cursor.

About "Spell Lv Activation"

This will be ON at first, allowing you to choose the spell's level after selecting it. If this is turned OFF, the spell will always charge to the highest level.

Battle

During battle, the main character gives orders as the party leader. As the leader, it is important to assess the situation accurately.

ENCOUNTERING ENEMIES

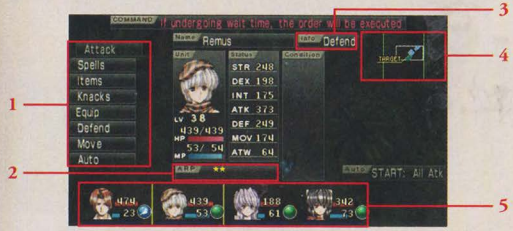
Enemies are constantly moving around on the field map. When you get close and they notice you, you will go into battle. If you press the △ Button during battle, you can change orders in the command menu.

ATTACK WAIT AND CHARGE TIME

During battle, a character whose yellow Attack Wait (ATW) gauge becomes 0 can act. Also, one spell level will be charged every time the Charge Time (CT) gauge becomes 0.

ATW / CT Gauge

Viewing the Command Menu



1 Commands you can use during battle (p. 28).

2 Ability Points you earned during that battle. The number of Ability Points changes the number of experience points you receive after battle, among other things.

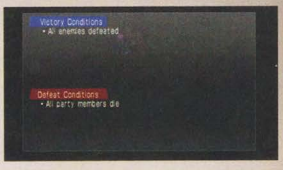
3 The action currently selected.

4 The radar showing your enemy's and your party's locations. Red= enemy, blue = ally.

5 Each character's simple stat window. The ATW and CT gauges do not move in the command menu.

HOW BATTLE WORKS

It's important to keep revising your orders based on the situation. While some battles will have conditions based simply on defeating the enemy, many battles will have clear victory/defeat conditions.



BATTLE SYSTEM 1 Enemy Encounters/Mission Start

When you encounter enemies on the field, battle will start immediately. The locations of enemies and allies will stay the same as when you encountered them, so get close after forming up and getting into an advantageous position.

BATTLE SYSTEM 2 Choosing Character's Actions

Once battle begins, choose each character's actions from the command menu. If attacking with weapons, select your target. If using a spell, choose the spell and its level (if settings permit) to begin casting it. Press the START Button to enable an all-out attack where all characters (other than the main character) will auto-attack.

If you would like to change your orders in the middle of battle, push the △ Button to call up the command menu. If your health is low, it's important to stop what you're doing and heal yourself.

BATTLE SYSTEM 3 End of Battle

If you have defeated all enemies on the field, or have met the victory conditions, you will win and be moved to the battle results screen. Here you will gain experience points based on Ability Points and bonus time. If all your party members die or you meet one of the defeat conditions, the game will end.

BATTLE COMMANDS

When you push the △ Button during battle, the command menu will appear. The main character does not have the "Auto" command.

◆ Attack

Use a character's weapon to attack. Choose the target and push the ⊗ Button to confirm. Attack ranges vary by character.

◆ Items

Use an item from your inventory. Choose the item from either "Goods" or "Spellstones" and push the ⊗ Button to confirm. Then choose the target unit and press the ⊗ Button to confirm.

Item Effect Range

Items do not have ranges like weapons and spells do. You can use them no matter how far away the target unit is.

◆ Equipment

You can change spellstones and armor during battle. Select the location to change the equipment, choose armor/spellstones from the list, and press the ⊗ Button to confirm. You cannot change rings during battle.

◆ Move

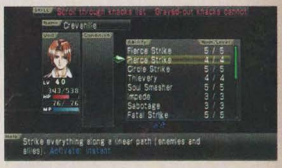
Move a character to an area. Move the cursor to a location and press the ⊗ Button twice for your character to start moving there. If you push the ⊗ Button once, the cursor will become a waypoint for that unit. You can place up to three waypoints. When you press the ⊗ Button twice, that location will be the final destination.

◆ Spells

Use a spell. Choose a spell to use from the list and press the ⊗ Button to confirm. Next, choose the spell level and press the ⊗ Button to begin casting. Once it has charged, select either "Invoke," "Assist," "Wait," or "Stop."

◆ Skills

Use a skill you have obtained. Choose from the list and press the ⊗ Button to confirm. Skills can only be used a certain number of times. This number will replenish when you stay at inns, etc.



◆ Defend

Guard yourself to lessen the damage dealt from enemies. That character will continue to defend until you give him another action from the command menu.

◆ Auto

This command directs a character to continually attack a target with his equipped weapon. This will continue until you change the action from the command menu or the battle ends. The main character cannot use this command.

About Auto

Press the START Button during battle to direct all party members (other than the main character) to auto-attack enemies.

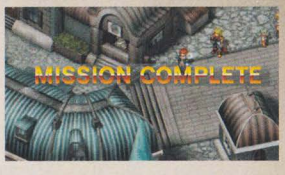
BATTLE BONUS

During certain battle events, a timer will show up on the screen, counting down from 50. You will earn a bonus that depends on the amount left on the timer when the battle ends. The speed in which this counter decreases will vary based on the difficulty of the battle.

BONUS
50
Remy
The BONUS will decrease over time.
The stronger the enemy and the more of them there are, the longer it will take for it to decrease.

BATTLE RESULTS

Regular battles end once all the enemies have been defeated, or if all party members die. In battles with specific victory and defeat conditions, once either have been met, the battle will end. In these battles, there are three outcomes you can achieve:



[MISSION COMPLETE]

You have met all the victory conditions with a good amount of time left on the bonus timer. This outcome will grant you the most experience points.

[MISSION CLEAR]

You have met all conditions for victory, and you have more than 0 left on the bonus time counter. You will more experience points from these.

[MISSION PASSED]

You have met the bare minimum requirements for victory. This does not end the game, but you will not get many experience points, either.

ABILITY POINTS

When you win a battle or finish a mission, you will obtain experience points and money (Ril) on the battle results screen. The amount of points and money you receive will vary based on the Ability Points you gained. If it is a mission, you will also obtain a time bonus.

LEVEL UP

Earning experience points will cause your player to level up and increase his stats. You may get more ring slots when defeating an enemy, or the level on a skill, spell, or knack may increase.

Ring Weapons

Combine your ring weapons with spellstones for winning combinations.

WHAT ARE RING WEAPONS?

Ring weapons are special rings that change into various weapons when the wearer wishes. Rings may be obtained by defeating enemies or by finding them in treasure boxes.

[INCREASE STATS]

Rings have the power to increase the stats of whoever equips them. The higher a ring's quality, the better the stat increases and levels of spellstone.

[EQUIP SPELLSTONES TO GET SKILLS, KNACKS, AND SPELLS]

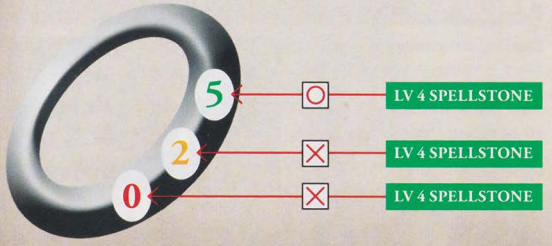
Rings have three slots to put spellstones into, and equipping these will allow you to obtain skills, spells, and knacks to use in battle. Obtained skills will level up as you defeat enemies in battle.

[ABOUT RING SLOTS]

Each ring has three slots, and each has a number and a color. This number is the slot level, and you can equip spellstones that are the same level (or lower) in that slot. This number may increase by defeating enemies.

EXAMPLE: DEMON-FISH-HERA 5-2-0

You cannot equip anything in a 0-level slot. Also, equipping stones that are a different color than the slot color will result in fewer Ability Points.



[ABOUT KNACK POINTS]

To learn skills, spells, and knacks, you must have and equip knack-learning spellstones, and you must obtain "knack points." Only the character who deals the last blow to an enemy can learn the knack. If it is a joint spell, it will go to each member.

Knack points you can gain when defeating an enemy

SPELLSTONE CHARACTERISTICS

Spellstones have a variety of effects once equipped to a ring weapon. Each spellstone has a level and one of three colors, influencing the ring when equipped. Also, by equipping on the ring, you can acquire the skills, spells, and knacks associated with the spellstone. Use them efficiently with the following things in mind:

1. If the color of the spellstone doesn't match up to the color of the ring slot, the knack points you can acquire will only be 3/4 of normal. Match the colors up as best as possible.

2. When you equip a knack spellstone, you can use the knack learnable from that spellstone. If the knack level is above 1, you can then use the knack without having that specific spellstone equipped. However, doing so will only gain 1/20 of the knack points.

3. If you equip several spellstones with the same knack, you can acquire that knack that many times faster.

Spells

Having strong spells is useful during your adventures. Their usage differs slightly between battle and on the field.

USING SPELLS

You can learn spells by equipping spell-type spellstones. Also, you can level up spells by defeating enemies in battle.

In the field:

You do not need to select a spell level in the field like you do during battle. Also, you can use "lasting" support spells such as "Protect" and "Attack."

During battle:

Here you must choose the type of spell and the level you want. There are also special spells that can be used such as joint and lasting spells.

[SPELLCASTING AND CHARGE TIME]

When using a spell in battle, the spellcasting time will be displayed in the CT (charge time) gauge. Each time the gauge fills, the spell charges up one level. Once the spell has charged to the desired level, the activation window will appear.

[SPELL LEVEL]

When casting spells in battle, the level of the spell determines the spell's effect. The higher the level, the stronger the attack. Higher-level spells take more time to cast, however.

SPELL ACTIVATION

Here are the basic steps to using spells. In addition to what is mentioned below, there are also joint spells and lasting spells, which are used a little differently.

SPELL SYSTEM 1 Choose Spell and Spell Level

Once you choose the Spells command, choose a spell from the list. Confirm with the ⊗ Button, then choose the level with the ↑↓ Directional Buttons. The lower the level, the less impact; the higher the level, the more impact, and the longer the charge time.

SPELL SYSTEM 2 Charging

When you choose the spell level, the spell will begin to charge. While casting, the status will be displayed in the CT gauge (p. 34). Be careful, however, as you'll be completely defenseless while casting. If you're hit, you'll receive lots of damage.

If you want to cancel spellcasting, open the command menu with the △ Button. If you want to use the spell at its current level, choose "Invoke." If you want to do something else, choose "Stop." And if you would like to continue charging the spell, choose "Continue."

SPELL SYSTEM 3 Finish Charging

Once the spell has completely charged, the activation window will appear. If you choose to activate the spell now, you can target any of your enemies or allies. If you choose to stop, the spell's charge will be canceled and you can do something else. Select "Wait" to keep the spell at its current charge until you want to use it later; press the △ Button to bring up the menu.

ABOUT SPECIAL SPELLS

When you obtain skills and abilities, you will be able to use special spells. These are very powerful.

[LASTING SPELLS]

If you acquire the knack "Permanence," you can make a spell last for a certain amount of time in a certain spot. If enemies step onto that spot, they will receive damage. You cannot select a place that is occupied by another character or object.

SPECIAL SPELLS 1 Choose "Permanence"

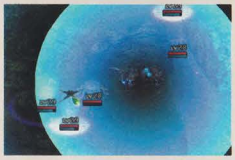
Choose "Permanence" from your knacks list. You cannot do this if you are charging a spell or if you don't have "Permanence."

SPECIAL SPELLS 2 Choose Your Spell

Once you choose "Permanence," the spell list will appear automatically. From it, choose your spell and confirm it with the ⊗ Button. Spells will be displayed by names such as "Fire Crystal" and "Ice Crystal." Only attack spells may be chosen.

SPECIAL SPELLS 3 Choose An Area

Once you're finished charging the spell, a cursor will appear. Move this cursor to where you want to activate the spell. Confirm with the ⊗ Button, and an "X" will appear on the field. Press the ⊗ Button again to complete activation.

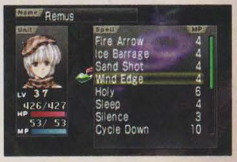


[JOINT SPELLS]

If you obtain the skill "Synchronize," you can join two spells together for greater effect. It should be noted that not all spells can be combined.

SPECIAL SPELLS 1 Choose Joint Spell with Two or More Characters

With two or more characters who have obtained "Synchronize," select a spell which can be combined. Then choose the spell level that each character will use and start charging. Using "Wind Edge" will widen the range of any spell.



SPECIAL SPELLS 2 When all Charges are Complete, Choose "Assist"

When each character's charge is finished, choose "Assist." Once chosen, select the target. If the spell has a wide range, choose the area it will be used on with the Directional Buttons or the Analog Stick.

[EXAMPLES OF JOINT SPELLS]

There are many Joint Spells. Try a variety of combinations to see what works. They can range from attacks to creating healing spells that cover a wide range.

Familiars

Familiars will help you in various places. They connect to the main character's mind, so you should get to know their abilities.

WHAT ARE FAMILIARS?

As the story progresses, you'll meet a Familiar who will support the main character. Select the "Familiar" menu command to have yours perform a variety of tasks. Familiars give the main character advice, and will acquire special skills as they grow.

The Familiar Menu

1 Familiar tasks.

2 Familiar skills.

STR	The Familiar's strength.
INT	The Familiar's intelligence.
MAG	The Familiar's spell power.
CHA	The Familiar's charm.
TLK	The Familiar's conversation abilities.
DEX	The Familiar's dexterity.
OUT	The Familiar's outgoingness.
FRD	The Familiar's friendliness.

FAMILIAR COMMANDS

When you choose the Familiar command from the menu screen, you can do the following five tasks. When your Familiar levels up, she will acquire special skills and will even help you at battle.

◆ Treasure Scout

Using this in places with treasure boxes (such as dungeons) will make the Familiar search the area for treasure. She will tell you how many boxes are left in an area.

◆ Friendship Rating

See how close each party character is to the main character.

◆ Event Memo

Read whatever the Familiar wrote down about what's currently happening in the story. You cannot view past memos.

◆ Psyche Eval

Learn about the main character's personality. Be aware that the main character's actions determine how others view him.

◆ Special Abilities

See a list of the special abilities your Familiar has acquired.

DOLLHOUSE

The Familiar lives inside of a piece of equipment called a Dollhouse. Here, you can level up your Familiar or change her clothes. You need energy to use the Dollhouse, which can be acquired by participating in large battles and gaining experience.

◆ Leveling Up Familiars

You can perform the following five tasks to level up your Familiar. You may train her as many times as the energy you have left. As your Familiar levels up, she may acquire special skills.

Exercise	Raises strength and agility.
Study	Learns knowledge of spells.
Etiquette	Becomes more ladylike.
Converse	Grow closer to your Familiar.
Use Catalysts	Enhance outgoingness, strengthen relationships, and replenish energy.
DEX	The Familiar's dexterity.
OUT	The Familiar's outgoingness.
FRD	The Familiar's friendliness.

◆ Costume Change

Change the costume your Familiar is wearing. This does not require energy, so you can do it any time. Note that Familiar costumes are not sold in stores; they are hidden throughout the game, so be on the lookout!

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Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD® includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD®, you must perform an update to start the software title contained on the UMD®.

Performing the update

When you insert the UMD®, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:
- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:
- Do not remove the AC adaptor, turn off the system or remove the UMD®.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.

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Noeval was a land rich with culture and technology until the Angels attacked, nearly wiping out all of humanity. Now, millennia later, the Angels are returning, and it falls to you to defeat them by becoming the new Savior of Light... the Growlanser.

With mission conditions for each battle, success in combat depends on more than merely winning or losing.

It's your choice which characters with whom to forge bonds or pursue romance, but be aware of the outcome...

More than 40 endings are possible, depending on the many decisions you make throughout the game.

UMD
UNIVERSAL MEDIA DISC

Player 1

Memory Size 1120 KB

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TEEN ™

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Blood
Fantasy Violence
Mild Language
Suggestive Themes

ESRB CONTENT RATING www.esrb.org

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